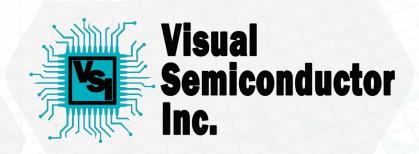
## Exhibit A

### Investment Memorandum



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## The future is 'Glasses-Free'

..the face was the wrong place. We always thought that glasses were not a smart move, from a point of view that people would not really want to wear them. They were intrusive, instead of pushing technology to the background, as we've always ·believed:

> Sir Jonathan Ive, **Chief Design Officer, Apple**

#### Virtual Reality

Immersive multimedia or computer-simulated reality, replicates an environment that simulates a physical presence in places in the real world or an imagined world, allowing the user to interact in that world.

Virtual realities artificially create sensory experiences, which can include sight, touch, hearing, and smell.



### Augmented Reality

Live direct or indirect view of a physical, real-world environment whose elements are augmented (or supplemented) by computer-generated sensory input such as sound, video, graphics or GPS data.





#### Holograms

Photographic recording of a light field, rather than of an image formed by a lens, and it is used to display a fully threedimensional image seen without the aid of special glasses or other intermediate optics.



"It's not just Ultra-D is better than the Big Boys – it's that there's no comparison. How they've leaped far past the monolith companies is stunning"

Robert Elisberg, Huffington Post

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"They were the best-looking glasses-free 3D at the show. It was hard to believe that 3D conversion could be so seamless and effective"

Mark Henninger, AVS Forum

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"We had all but given up on finding the killer glasses-free 3D Displays we had been hoping for. Then we stumbled upon the Stream TV Networks booth and our jaws proceeded to hit the floor"

Don Hatfield, MTV Geek

"Quite frankly, 3D glasses have never failed to be anything but a headache inducing, slightly blurry mess for me. That might be why a recent demo of a new glasses-free 3DTV from Ultra-D blew me away. It just works"

Kyle Orland, Ars Technica

#### Introduction



Dedicated to bringing richer, more impactful and immersive viewing experiences to a global market through advanced display technology.

Visual Semiconductor, Inc. (VSI) has a mission to develop. Manufacture, and sell Glasses-Free products to a global market. VSI intends to:

- Service Glasses-Free customers in the commercial and consumer markets
  - Execute projects for existing customers
  - Secure new customers
- Create products to satisfy the emerging Metaverse
- Develop a content ecosystem to support advanced visua displays



#### Capital Structure

The capital structure for Visual Semiconductor, Inc. as the company moves forward will be as follows:

Pre-IPO Financing



#### **Executive Brief**

- VSI will initially manufacture 3D modules and other key components for global consumer electronics brands under license of our technology:
  - Adjustable 3D depth
  - Real-Time Conversion of all legacy content
  - Applies to products of all kinds and sizes
- VSI will leverage its strategic relationship with BOE, the world's biggest panel maker
  - Customer acquisition
  - Access to high-resolution panel technology

- Optical bonding equipment has been proven to produce 96% yield
- Deals are being secured with multiple international municipalities for Supply Chain Financing and Expansion Capital for additional bonding lines
- Long-term strategies include development of a content ecosystem and expansion into other Glasses-Free technologies like AR/VR, holograms, and the Metaverse.





BOE



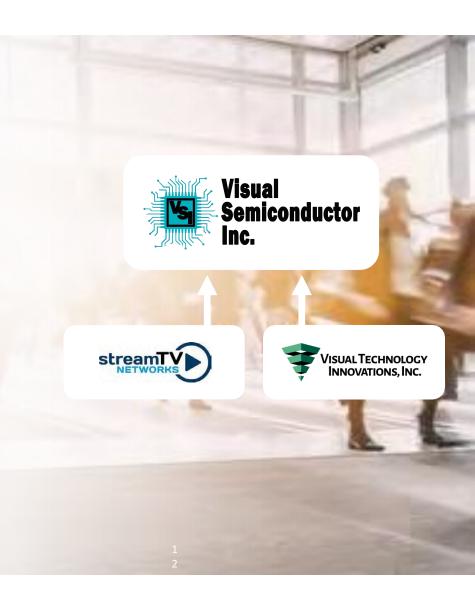
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### Value Proposition

Visual Semiconductor, Inc. intends to secure assets from third-party companies specializing in advanced imaging technologies:

- Two-view and Multi-view Glasses-Free 3D solutions from Visual Technology Innovations, Inc.
- Modified Light Field Glasses-Free solution from Stream TV Networks, Inc.



#### **Industry Problems**

There are 3 major problems facing device makers and content creators in virtually every product category:

- Panel manufacturers and device makers are developing higher and higher resolution products, but there is no value to the consumer in a 2D market because the human eye cannot appreciate the improvements.
- Consumer TV Manufacturers need to give consumers a reason to purchase 8K displays which have higher selling prices and margins.
- 3D is highly desirable for a variety of consumer and business use cases, including AR/VR. However, previous technology had major limits that prevented adoption.



Panel technology has exceeded consumer benefit in flat 2D



**Need for Glasses** 

Limited number of viewers, not practical in public, cumbersome to wear



**Lack of 3D Content** 

Lack of traction outside the cinema has resulted in limited 3D content



**Bulky VR headsets** 

Head Mounted Displays are bulky and unusable for prolonged use

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#### **Industry Solutions**

VSI technology offers benefits to both consumer brands and their customers:

- Glasses-Free 3D takes advantage of the extra pixels to make 8K a really compelling and comfortable viewing experience
- Glasses-Free viewing, Adjustable Depth, and Real-Time Conversion eliminate obstacles to 3D adoption

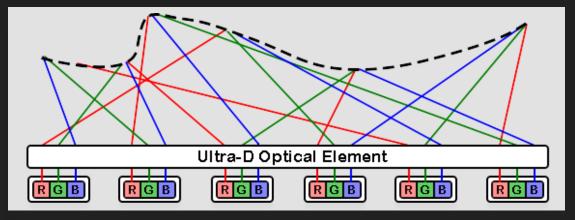




### Understanding the Optics

The human eye can generally only perceive about 3K resolution.

Therefore, in an underlying 4K screen there would be an additional 1M extra pixels, in an 8K Lite screen there would be additional 13M extra pixels and 8K would utilize an additional 29M pixels.

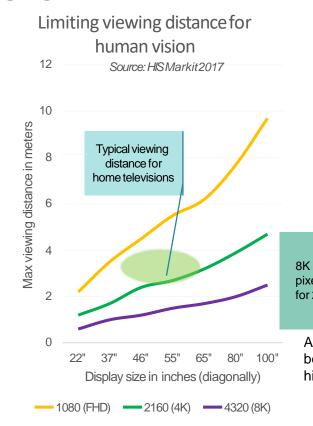


The Ultra-D technology will automatically allow adjustment to the 3D depth based on customer preference and the optics on the panel.

Light from individual pixels is emitted into space where they merge to form complete images for each eye of the viewer.

#### om pixeis and now Tom and even Szm

#### pivels



Ultra-D™ uses the extra pixels to provide information on 3D depth.

This makes the technology extremely valuable for panel companies as technology advances in producing higher resolution panels continue.

pixels pixels FHD pixels for 2D for 2D

At typical viewing distances, the human eye cannot benefit from additional information from higher and higher resolution panels displaying 2D images

#### ...While Also Providing a Critical Driver for Panel Industry Growth

The Global
TV Market is
in need of
new technology
to support
sales of 4K
and 8K TVs

The current TV market is experiencing declining sales and low uptake / adoption rates of 4K and 8K TVs.

A primary reason 4K penetration remains low is that it does not offer a compelling upgrade in picture quality for its price in standard 2D.

Although 8K offers much higher resolutions in 2D, the human eye is physically unable to detect differences in image quality and so the extra pixels that go into the display are largely wasted.

Ultra-D
Technology
gives consumers
a reason
to upgrade
and pay more

Ultra-D's technology enables the human eye to detect the full gamut of pixels at 4K and 8K resolutions in 3D without diminishing brightness or color.

Ultra-D redistributes displayed information, which eliminates both transitions and discrete viewing spots, creating the feeling that the images are really in the room with the viewer

And enables
a rapidly
scalable revenue
model while
solving a
major sales
problem for
TV manufacturers
and distributors

Ultra-D's technology will be priced at a small premium to 2D during mass production.

Major supply chain channels will be unlocked as panel and consumer electronics companies seek growth across all devices including tablets.

Initial orders will generate substantial revenues immediately.

Additional monetization will be driven by content conversion to the Ultra-D format.

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#### The Technology: What is Visual Semiconductor, Inc.?

Visual Semiconductor, Inc. has a unique and unrivaled 3D-without-glasses display technology that is sold in chips.

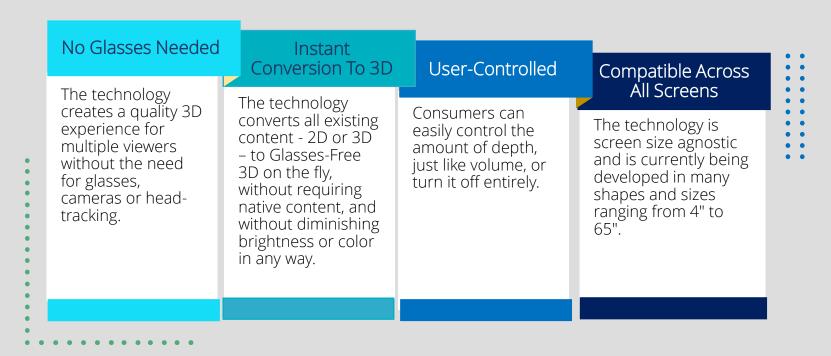


Here are four ways we set ourselves apart from the competition:

- No glasses needed. Our continuous, 140-degree viewing angle provides a quality 3D experience for multiple viewers without the need for glasses, cameras or head-tracking.
- Unlimited content. Our real-time conversion solution can convert virtually any content 2D or 3D to glasses-free 3D on the fly. This also applies to AR / VR content.
- Tailored viewing. Consumers can easily control the 3D effect, adjusting the amount of 3D pop and depth just like volume.
- **Diverse form factors.** VSI technology is currently being developed in many shapes and sizes ranging from 5" to 75".

### Key Advantages to Glasses-Free 3D Technology

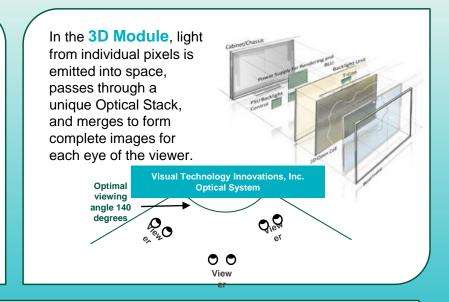
The technology is an unrivaled, Glasses-Free 3D solution that represents the biggest transformation in display technology since the transition from black & white to color.



#### The Technology: Adjustable Depth for Maximum Comfort



The combines 2D picture + 2D depth (2D + Z) in **Proprietary Format** high-definition quality along with proprietary authentication data. Content created using bona fide Visual Semiconductor, Inc. content creation tools are recognized by the Render Engine and displayed in Glasses-Free 3D. A significant benefit is the relatively **low bandwidth required** compared to standard high-resolution transmission.







The depth map enables the **Render Engine** to increase and decrease the amount of overall depth, giving the viewer power to adjust the 3D effect as easily as turning audio volume up or down.

#### The Technology: Real-Time Conversion of Legacy Content









#### **Conversion to Glasses-Free 3D from any source:**

- 2D
- 3D Frame-Pack

- 3D Side-by-Side
- 3D Top-and-Bottom

#### 30 years ago, virtually nobody had heard of THE INTERNET.

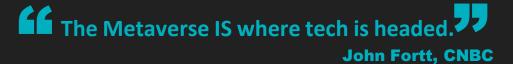
Now, most people can't imagine a world without it.

We complain when our wi-fi is down.
We're connected at home and on the

#### Today, there's something new on the horizon...



The METAVERSE promises to be just as transformative, offering immersive experiences in globally-connected virtual world.





#### What is the Metaverse?

- The Metaverse is an immersive virtual space where users can have real experiences
- Made possible through advancements in cloud technology and graphics processors from Apple, AMD, Intel and nVidia
- It's an opportunity for commerce where consumers –
  especially young people spend real money on digital
  merchandise (as proven by Minecraft, Fortnight, and Roblox)
- When combined with digital transaction concepts like blockchain and NFTs, the possibilities are tremendous















The Metaverse offers such great potential that Facebook has been rebranded as Meta. Building on its purchase of Oculus in 2014, the company intends to introduce its massive global user base to immersive social networking and experiences.

nVidia's Omniverse is a full end-to-end platform for creating embodied Artificial Intelligences that humans interact with. It connects Nvidia's fident technologies in speech AI, computer vision, natural language understanding, recommendation engines and simulation technologies. Avatars





Microsoft Mesh is a platform that enables its users to connect with presence, share across space, and collaborate in an immersive way as if they were in person regardless of physical location. Customers can leverage Mesh to enhance virtual meetings, conduct virtual design sessions, assist remotely Retter learn togather virtually and thanks as the translocial gaily actings under mite towns. digital rrencviand newberied need of the as sociatian/let/aweilsengodaw games and content to integrate into the existing game, which serves as the base for the growfigr Metaverse 29he platform's 1.3 million developers are on track to collectively earn \$500 million

Increasingly, as we embed computing in the real world, you can even embed the real world in computing.

Satva Nadella

Microsoft Mesh

**CEO**, Microsoft



94 of the largest 100 game development studios use the **Unity** engine. Unity will be a central player in helping businesses build unique metaverse presences – the equivalent of websites or social media pages today. The company recently purchased the digital technology division of special effects company Weta Digital (*Avatar*, *The Lord of the Rings*, *Black Widow*, *Planet of the Apes*) for \$1.62 billion to prepare for the metaverse.

**Epic Games** is the company behind video game phenomenon Fortnite, which has moved beyond its core shooting game to social experiences like dance parties and virtual music concerts. Users pay to dress their avatars in different costumes and can build their own islands and games. Epic also owns a large gaming engine, Unreal, used to develop games and other visual effects like TV show backdrops.

Chinese tech giant **Tencent** is the world's largest video gaming firm by revenue and has stakes in major game studios like Epic Games and Activision Blizzard. The South China Morning Post reported this year that Tencent has registered many Metaverse-related trademarks for its social site QQ.

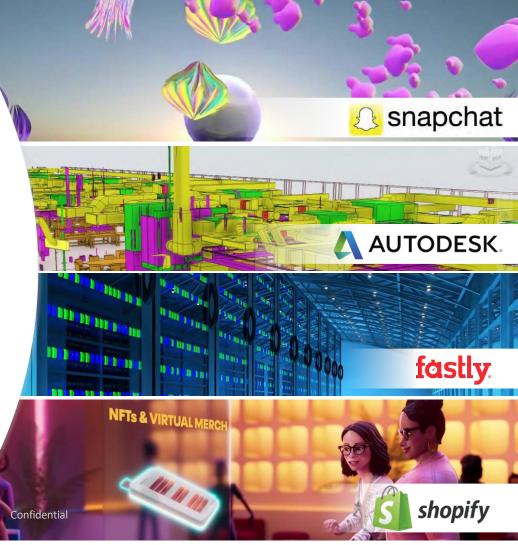
Unity will support and shape the Metaverse John Riccitiello unity **CEO, Unity Software** Tencent 腾讯

**Snapchat** owner Snap, Inc. has long been building custom avatars and augmented reality filters to overlay digital features on the real world. This year it unveiled its first true augmented reality glasses, available for developers to experiment with creating experiences for the spectacles.

Cloud software firm Autodesk makes programs used by architects and engineers to design and create buildings and products. Its software is also used to build virtual worlds for gaming and entertainment.

Like cloud computing, the Metaverse will need plenty of edge computing solutions to make it happen. **Fastly** operates an edge computing infrastructure-as-a-service (laaS) platform that brings servers and other equipment to the source of data creation. Fastly's platform can move 145 terabytes worth of data per second across 28 countries. Basically, it helps reduce the lag time and latency of decentralization.

Shopify made two big moves this year that tie into Metaverse commerce. It acquired the AR app Primer, which allows users to see firsthand the effects of a purchase or project in their space. For the Metaverse, it gives Shopify a powerful tool that subscribers can use to build-out potential stores or shopping experiences in the digital world. It also launched a new NFT platform that will allow digital creators to sell art and other content directly to consumers. The Chicago Bulls were the first to test the offering, launching limited NFTs of the basketball team's 1991 championship rings.



# A Significant Challenge for the Metaverse

Major technology companies are spending billions of dollars to address some of the key challenges in developing a compelling Metaverse, like content creation and basic infrastructure that enables an immersive user experience.

these tech pioneers is largely dependent on one critical assumption. The question to ask is Will Metayerse users be willing to wear goggles for extended periods of time?

VSI management believe that the answer is **no**.

Augmented Reality and Virtual Reality have gained in popularity since their introductions years ago, but they have not experienced the explosive growth that was predicted. If consumers are not comfortable – physically, emotionally and mentally – they will not embrace new

The true challenge, then, is creating compelling experiences that are both immersive and comfortable.



#### VSI Solutions for the Metaverse



VSI intends to play a significant role in content creation as well by developing plug-in tools for major third-party software so that developers can make apps, avatars, and experiences that are fully compatible with VSI screens.

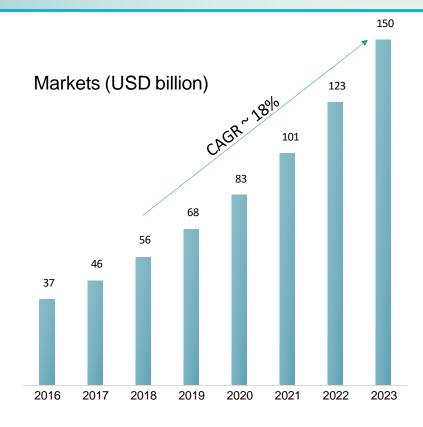
With a whole new universe of content coming online in the years ahead, VSI intends to position itself as a technology provider of glasses-free solutions for comfortable viewing hardware:

- No goggles or glasses
- No headaches or eye strain
- Multi-view optics to accommodate multiple users
- A range of sizes enabling use cases of all kinds

#### Market Opportunity for Glasses-Free Displays

The Global 3D
Display Market is
expected to grow from
\$54.84 billion USD
in 2017 to
\$150.81 billion USD
by 2023,
at a CAGR of
18.4% during the
forecast period
2018–2023

Source: 3D Display Market 2019-2023: Key Findings, Regional Study, Business Trends, Global Segments and Future Prospects, Markets Research Future



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Market Opportunity for Glasses-Free Displays

The panel market is 2 billion panels every year. Each panel is a candidate for this technology.

**Just 1% of the panel** consume temand for 3D viewing devices.





200 Million **TVs** 

200 Million **TABLETS** 



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300 Million **PC MONITORS** 



### Technology Applications





From big screen televisions to phones and everything in between, the technology has applications in a wide variety of consumer and commercial markets.



#### Digital Signage and Advertising



#### **Sports Bars:**

The 65" Ultra-D screens have been installed in several sports bars in Jamaica. They have proven to be an attraction. Per the establishment owners, "the locations realized increased revenue with the interest they generated".

#### **Cruise Industry:**

Norwegian Cruise Line provided feedback that indicated a wide use for Ultra-D enabled displays on their ships.

They also expressed interest with 27" and tablet size displays for the on-ship jewelry shop and their Lobby Shopping Channel.







### Museums and Art Gallery Circuit:

IQH3D is in discussion with several museums, aquariums, and galleries to utilize the Ultra-D displays for specific visual experiences.

#### Medical



IQH3D has tested the 65" Ultra-D screen in clinics with ultrasound equipment and has had positive results. The screen size requirements are for 27" for the clinics, but there is also potential for adoption of the technology with these systems using smaller format screens in the future.

The medical market represents explosive growth opportunities across the globe as immersive visualization becomes the next big thing in medicine and patient care.

The surgical visualization outside the "germ field" for training and evaluation, remote visualization and non-surgical simulation will prove to be great opportunities for the 65" display sizes with IQH3D in this area.



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# Gaming

The 65" Ultra-D screen is being used at gaming centers in **Mexico with X-Box and PlayStation Systems.** 

Using 3D games, the effect has been excitedly received by the eSports gaming community.

They want to use the 65" Ultra-D screen in gaming tournaments. They want a 27" screen for individual viewing by the competitive gamers.

They are also investigating sponsorships of eSports events in Mexico and partnering with VSI as part of the marketing plan.

# Theme Parks and Hotels

Disney 3D Animation Supervisor said, "Your display is the best I have ever seen of this type."







The 65"4K Ultra-D screens are currently being evaluated by several theme park operators in Mexico and the U.S. IQH3D has relationships with Universal and Disney in this area. An initial presentation was made to the Disney Imagineering team in the early summer.

Placement plans include Que Lines at popular rides and strategic future planned attractions. Disney is entertaining a Disney-branded tablet for sale in their Theme Parks and Bestail Outlets with sapatential thing in their Theme Parks and displays to plan their strategies accordingly. IQH3D has already been assigned a vendor number by Disney to explore the prototype displays are ready, they can move to the next step to spec the displays into their designs.

# Glasses-Free HD 3D Display Signage Board to Gain Maximum Revenue Share





Signage board is likely to emerge as the biggest user of glasses-free HD 3D display technology. Gaining nearly two-fifth of the share in terms of revenue by the end of 2017, signage board is estimated to surpass US \$300 million revenue towards 2022 end.

Source: Glass-Free HD 3D Display Market Forecast, Trend Analysis & Competition Tracking – Global Market insights 2017 to 2022 – Fact.MR



# Automobile use-case

There are multiple compelling reasons, including making sure that crucial alerts really pop-out when they need to in an attention-catching way.

Plus, parking cameras can present even more accurate 3D views to the driver, so they really get a sense of the space they're working with.

And during navigation, guidance can offer 3D representations of where and when to turn, which can eliminate questions around whether that next corner really is the right corner you're looking for.





### Proprietary 3D Software in FPGA

#### Revenue:

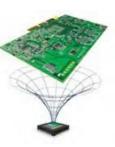
- Complete 3D video drive train
- 25-30% margin depending on volume



### Proprietary 3D Software in a Custom ASIC

#### Revenue:

- Complete 3D video drive train
- 35-40% margin depending on volume



# Software for Creating and Streaming 3D Content

#### Revenue:

- License Fees (one-time & subscription)
- Per-Unit Royalties
- High-margin revenue up to 100%



### Content Licensing and Distribution

#### Revenue:

- License Fees
- Distribution Fees
- High-margin, recurring revenue



## Capitalizing on the Metaverse

#### Revenue:

- 3D screens as consumer gateways
- License fees for content creation tools
- Back-end royalties



## 3D Modules with Proprietary Optical Designs

#### Revenue:

- Complete module
- 20-30% margin depending on volume and size



# The Business Model

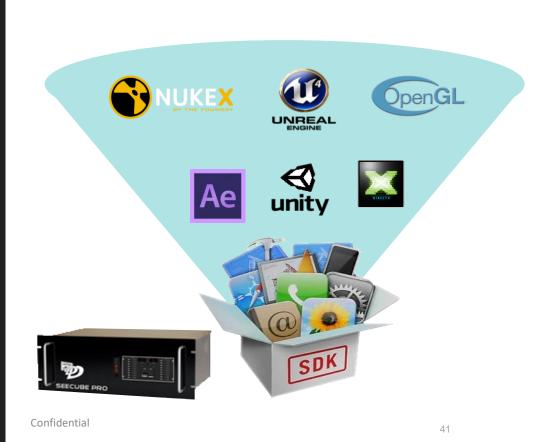
The Company is a technology provider (license type – "Intel inside") to both device makers/distributors and content makers and distributors. It will provide key hardware and software components to customers with the ultimate goal of creating an entire Glasses-Free ecosystem where the Company can also participate in revenue generated by the content itself.

# **Content Creation**

Software Development Kits and plug-ins for popular programs will be sold or licensed to brand customers and content creators globally.

#### Planned products include:

- SDKs for interactive graphics engines
  - Video games
  - Casino gaming
  - Virtual and augmented reality



# Content, Conversion, Distribution & Licensing

To maximize revenue potential of the Glasses-Free ecosystem it intends to develop, the Company will negotiate license deals with content creators/distributors in 4 key areas: Film & TV, Live Events, Interactive (Games), and the Metaverse.



#### Three key reasons why studios will partner with us:



#### **2D REVENUE GAP**

Studios generate most revenue outside the theater, yet they are leaving money on the table when VOD services take over. We bring that money back into their pockets.



#### **DISTRIBUTION**

VSI will provide studio partners a chance to distribute content without needing to use their competitors' services, such as Netflix or Hulu.



#### **DORMANT 3D**

Studios have thousands of hours of blockbuster 3D Movie and TV content going unused. VSI can turn that content into the revenue generator it was meant to be.

4

# Market Potential in Post-Covid19 World

The post-Covid-19 world will be associated with a more than ever emphasis on next generation technology, critical for competitive advantages in both business and recreation (gaming).

As ever before, major corporations are relying on remote access in technological and business transactions.

Therefore, 3D technology could significantly benefit the visual support.

As an example, Morgan Stanley has experienced a 95% efficiency rate by using remote access.

On a recreational level. Netflix is



In China, already, the consumer "is back with a vengeance," Coresight Research Chief Executive & founder Deborah Weinswig said in an interview.

"There is a pent-up demand."

People will spend money on technology advances much more now than before. In today's world, Zoom and Microsoft Skype are examples in which 3D technology could enhance the interactions.



Thus, we anticipate a much greater demand going forward than any of our previous economic models for this space.

# Customers



Potential Revenue: \$20M



Potential Revenue: \$100M



Potential Revenue: \$100M



Potential Revenue: \$15M

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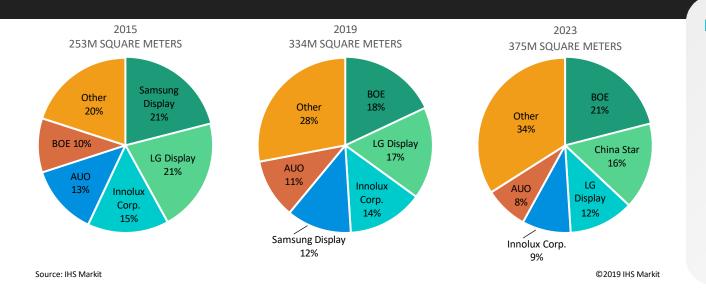
Potential Revenue: \$20M



Potential Revenue: \$10M

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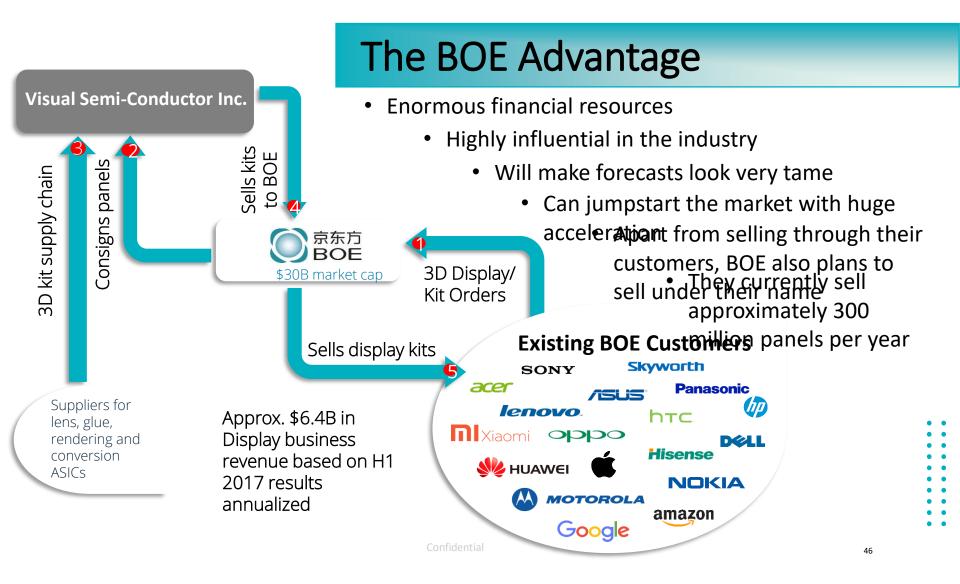
The Company has a relationship with BOE, the world's biggest panel manufacturer to combine their high-resolution panels with the Glasses-Free 3D technology. VSI will leverage this powerful partnership.



# BOE can provide advantages in 3 main ways:

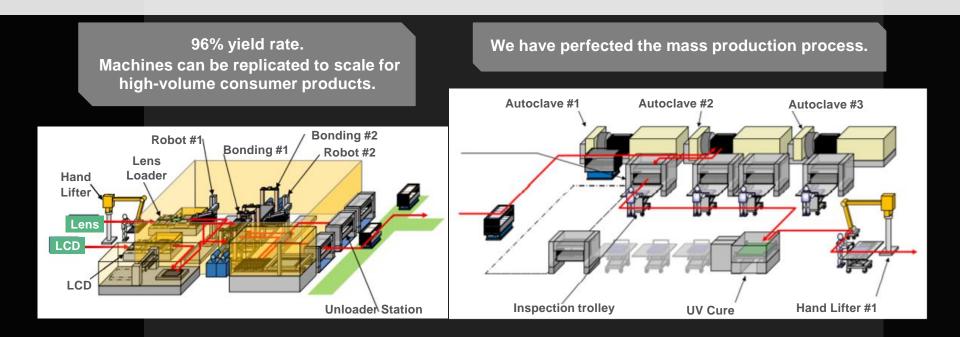
- Introduce VSI to BOE customers, which are major consumer brands in all categories
- Assist with Purchase Order financing
- Provide access to cuttingedge panel technology to support Glasses-Free innovation

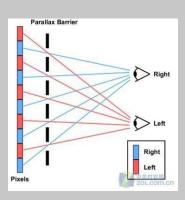
A Key Technology Relationship



# Potential to Execute Significant Volume

The 3D Module manufacturing process requires **extremely accurate bonding**. VSI will leverage this bonding equipment and expertise.

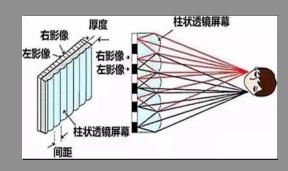




The Parallax Barrier grating is a vertical stripe type polarizing film. When the image seen by the left eye is displayed on the LCD screen, the opaque stripe will block the right eye. Similarly, when the image seen by the right eye is displayed on the LCD screen, the opaque stripes will block the left eye. By separating the visual images of the left eye and the right eye, the viewer can see the 3D image.

#### Features:

The Parallax Barrier will darken the screen and make the experience worse due to the shielding principle.



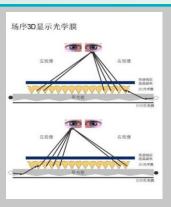
#### **Lenticular Lens**

Grating is a cylindrical lens, which divides the image pixels into several subpixels and projects each subpixel in different directions. Two pictures with the same scene and different angles can be seen by both eyes, so that people can feel the three-dimensional effect of the image.

#### Features:

Lenticular lenses do not block backlighting, and the biggest advantage is that brightness will not be greatly affected.

The disadvantage is that the viewing position is fixed, once the line of sight is deflected, it will be affected.



#### **Directional Backlight**

Pointing to the light source 3D technology refers to placing a layer of optical film behind the liquid crystal, using two groups of LED, through the control of LED

Directed propagation is a directional propagation optical system that allows content to enter the viewer's left and right eyes in a sort of order to produce a stereoscopic effect.

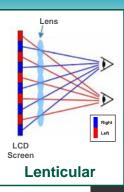
#### Features:

The 3D display effect of the pointing light source is excellent, but the technology is still under development and the products are immature, which is still a long way from the formal commercialization.

# Competition

A few other companies have developed Glasses-Free solutions, but none have had any success in the consumer market other than Nintendo. The Lenticular and Parallax Barrier solutions used by the competition do not offer the high-quality viewing experience that our technology provides.

# Barrier Right LCD Screen Parallax Barrier



#### Lenticular

The following companies are currently offering glasses-free 3D products based on lenticular solutions:

Magnetic 3D - verticals including digital-out-of-home, retail, hospitality, casinos, quick serve restaurants, music and sports venues and theme parks.

Alioscopy - digital-out-of-home markets for digital signage, marketing, events and computer graphics 3D imaging.

Exceptional 3D - digital-out-of-home markets including digital signage, casino gaming, medical, defense, video gaming and hospitality.

Dimenco - "Simulated Reality" uses eye tracking for greater precision with a single user, then augments with third party technologies for haptic (touch) response and 3-dimensional audio.

EyeFly3D – this low-cost, user-implemented solution consists of a mobile app and a lenticular sheet sold as a screen protector with additional 3D benefit. The app takes stereo3D content and interleaves the images to use the lenticular lens applied to the phone by the user.

ROKIT 3D – this solution allows for playback of stereo 3D content from original side-by-side (half resolution) format. There is no allowance for viewing 2D or full resolution content. Market focus is limited to mobile phones.

SuperD (from Tronxyz) - this 2-view solution has been applied to tablets and phones. The company also makes VR headsets.

To compensate for the limitations of conventional lenticular technology...

Magnetic, Alioscopy and Exceptional focus on advertising and other markets where viewing times are so short that uncomfortable viewing zones are acceptable Dimenco has moved from out-of-home advertising to a single-user interactive niche that blends specially-produced content with other sensory input to create immersion EyeFly 3D, ROKiT, and SuperD focus only on phones and tablets because these small devices are basically single-user by default and viewing angles can be fairly narrow.

#### **Parallax Barrier**

The following companies are currently offering or have offered glasses-free 3D products based on parallax barrier solutions:

Nintendo – the Nintendo 3DS is probably the most successful product launched with barrier technology. The overall single-user experience made viewing angles less critical and the company was able to partially offset the loss of brightness because they also produce 100% of the content tailored for the device.

Discontinued products include two lantons and the Galanagos phone series from Sharn, the Ontimus 3D and Thrill phones from L.G. and the EVO 3D phone from HTC

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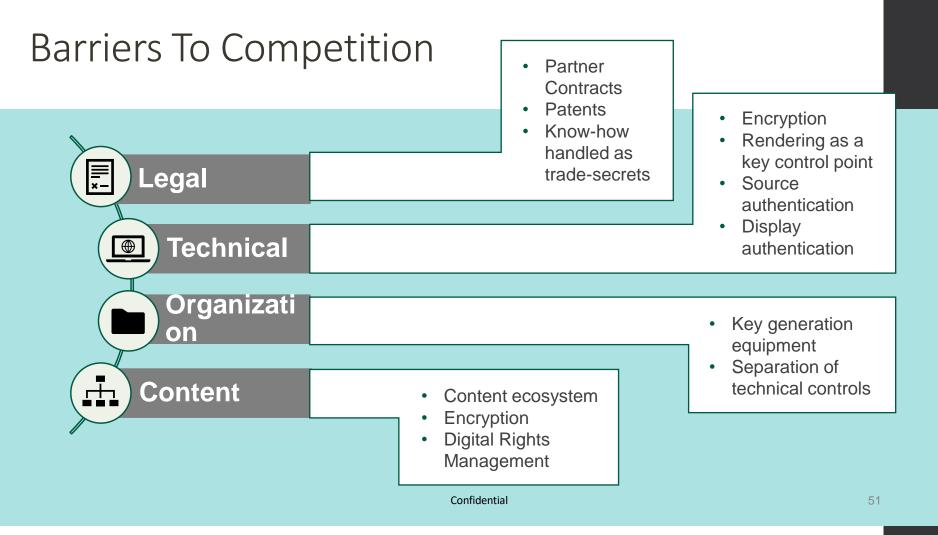
R&D, Development and	Stream TV	Dimenco, IZON, XYZ,	Toshiba, Sharp, Zalman, Cyberreality,	Toshiba and others apply mostly one- dimensional	Holografika,	Sony experimental, ViSio
Content Availability	Unlimited	2D & Stereo to Auto- Stereo possible	2D & Stereo to Auto- Stereo possible	Difficult	Difficult	Difficult
Depth Perception	Good	Fair	Good	Good	Optimal	Good
3D Image Quality	Good	Fair	Poor	No cases	Poor	Poor
Feasibility of Mass Production	High, known processes	High, known processes	High, known processes	No cases	Difficult	Difficult
Energy Consumption	No difference with respect to 2D	No difference with respect to 2D	High	Depends on Implementation	High	High
Color Reproduction	No Effect	No Effect	Hampered	No Effect	Poor	Poor
Size of the Viewing Cones	No Viewing Cones	Pronounced transitions	Pronounced transitions	Pronounced transitions	No Viewing Cones	No Viewing Cones
Horizontal Motion Parallax	х	X	X	X Also enabling vertical motion parallax	X Also enabling vertical motion parallax	X Also enabling vertical motion parallax
Horizontal Stereopsis	Х	X	Х	X Also enabling vertical stereopsis	X Also enabling vertical stereopsis	X (dependent on implementation) Also enabling vertical stereopsis
	ULTRA-DOPTICAL SYSTEM	LENTICULAR LENSES	PARALLAX BARRI ER	I NTEGRAL I MAGI NG	HOLOGRAPHY	VOLUM ETRIC

R&D, Development and Stream TV Dimenco, IZON, XYZ, Sony, Son

Toshiba, Sharp, Zalman, Cyberreality, TriDef, Multiple Asian manufacturers Toshiba and others apply mostly one- dimensional integral imaging which infact is Lenticular technology again

lolografika, SeeReal Sony experimental, ViSio

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# **Marketing Plan**



# LEVERAGE EXISTING RELATIONSHIPS

- BOE
- Brand customers ready to commit
- Brand customers waiting for prototype samples
- Media outlets



# TRADE SHOWS AND SPECIAL EVENTS

- Support for customer booths with co-branding
- No direct participation and expense
- Support for special events like video game tournaments, special placements, etc.



#### **ADVERTISING**

- Minimal brand advertising
- Cross-promotion with device makers
- Cross-promotion with content creators and distributors



#### PUBLICITY

- Joint press releases made with customers, BOE and other strategic partners
- Contests and awards
- Social media presence



#### INFLUENCERS

- Provide technology samples or customer product samples to generate interest
- Partner with key
   Metaverse participants

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**Excerpt by Richard Windsor of Radio Free Mobile**, an independent research producer specialising in the digital and mobile ecosystem. RFM produces an indepth research product that helps clients to understand and evaluate the players in the digital ecosystem.

- Radio Free Mobile thinks that the digital signage market is ideally suited to the proposition of Ultra-D. This is because it plays to all of the strengths of the technology and its weaknesses are much less of an issue in this particular use case.
- Radio Free Mobile thinks that the case for Ultra-D should be made on this market alone with all of the other opportunities representing "upside for free".
- Radio Free Mobile thinks that digital signage is a market where Ultra-D will see good and stable demand. Of all the addressable markets it is the one where the technology has the most appeal and one where buyers (advertisers) are most likely to be willing to pay a premium to have their message displayed in 3D.
- It is also the market where the technology is likely to have the greatest impact on consumers resulting in higher engagement with the products or messages on display.
- Radio Free Mobile thinks that the Ultra-D investment proposition should stand on this market alone with all of the other opportunities representing upside.





Moving and set-up expenses to relocate bonding line from Suzhou, China

# Financing Arrangements



Clean room fully funded



100% cash in advance for PO financing



Expansion funding for additional bonding equipment

To facilitate fulfillment of large orders from global consumer brands, VSI is currently in negotiation with several government agencies and municipalities in Asia to establish supply chain financing and expansion capital to add more bonding lines as we grow

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# Management Team with Hi-Tech Experience

Mathu Rajan **Board Director** & CEO



Serial entrepreneur who blends the creativity of an inventor with business acumen to commercialize products

- · Over 15 years direct marketing experience with global media, consumer products and high-tech companies
- · Led development of innovative visual technology in the consumer electronics space, including applications for television, mobile computing devices, and digital signage
- · As founder of ZeroWater, he co-invented and obtained several patents on water filtration technology and processes for products that are now sold in retail outlets such as Target, Bed Bath and Beyond, Home Depot, and Walmart
- Experience in M&A deal negotiations with diverse media and electronics entities

**Tracy Rees Board Director** & President



• 20+ years experience in executive management for tech companies

- Management of global engineering and sales operations
- Development of strategic partnerships with industry-leading companies
- Raising capital and investor relations
- Strategic marketing, brand and relationship marketing
- Public company governance

Glenn Hasen **Board Director** 



 30-year technology experience in global Go-to-Market (GTM) strategy and execution

- Domestic and international successes with B2B solutions, corporate integrations, several M&A activities and an IPO
- · Focus on revenue performance and efficiency has made him a sought-after Resource for startups and growthoriented technology organizations

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# Management Team with Hi-Tech Experience

Cliff Morton
Board Director
& VP of Engineering



- 30+ years of engineering management and business development experience in high-tech industries
- Developed SW/HW products for mobile, embedded IoT devices and aerospace systems
- International experience includes operational and strategic planning, risk analysis, oversight of remote offices, technical sales, product road maps and more

Bud Robertson
Executive Vice
President



- Served as CEO of Stream TV Networks' R&D subsidiary, SeeCubic B.V. in the Netherlands
- 12 years experience working closely with global sales, business and product teams
- Instrumental in expanding technical operations in Germany and China
- 20-years prior experience in the Film & TV industry

Confiden 5 tial 6

# Sales & Technical Team



#### Matt JJ Lo, Global Sales

- · Component experience spread over Purchasing, Importing, Distributing and Manufacturing
- Has overseen transactions worth over \$50M with CE firms like Toshiba, NEC, Mitsubishi, Hitachi, etc.
- · Wholesaler for Fry's, Costco, Best Buy, for electronics equipment worth over \$30M annually

#### Sara Brewer, Content Engineer

- 7 years experience in 3D content creation
- Design and materials creation for corporate marketing, trade shows, and in-house presentations
- Art direction and design for the video gaming and motion picture industries key art, logos and title treatments, product packaging and marketing materials
- Print and multimedia publishing layout and retouching



#### **Ziggy Papartis, Content Engineer**

- 10+ years experience in computer graphics, animation, and design
- Highly-skilled in Glasses-Free 3D content creation
- Exceptional knowledge of 3D content requirements across different platforms
- 8+ years experience in live action filmmaking: directing, producing, shooting, editing, post-production

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# Thank you

